



TAKE A SHOT
AT THE TITLE

EmuMovies

THE OFFICIAL GAME



PLAY THE PROS



ACTIVISION.
INSTRUCTION BOOKLET



NINTENDO
GAMECUBE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS
GAME PLAY WITH ONE
PLAYER AND CONTROLLER.



THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.



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DEFAULT GAMECUBE CONTROL SET

BUTTON	Function
START/PAUSE	Pause Menu
Z BUTTON	Not Used
L BUTTON	Game Stats
B BUTTON	Not Used
R BUTTON	Poker Hand Rankings
A BUTTON	Confirm
Y BUTTON	Not Used
X BUTTON	Not Used
+CONTROL PAD UP	All In
+CONTROL PAD LEFT	Call / Check
+CONTROL PAD DOWN	Fold
+CONTROL PAD RIGHT	Bet / Raise
CONTROL STICK UP	All In
CONTROL STICK LEFT	Call / Check
CONTROL STICK DOWN	Fold
CONTROL STICK RIGHT	Bet / Raise
C STICK UP	All In
C STICK LEFT	Call / Check
C STICK DOWN	Fold
C STICK RIGHT	Bet / Raise

MENU NAVIGATION

MAIN MENU

From the Main Menu, you can start a Career, play a fast round of poker in Quickplay, change game settings and view credits in Options, or Save or Load a game.

QUICKPLAY – Play a quick hand of Hold 'em or customize a Tournament or Game. You can practice all the World Series of Poker (WSOP) poker variations or get familiar with new ones.

CAREER – Get ready for the ultimate challenge of the WSOP tournaments. You have ten years to see how many WSOP championship bracelets you can get and be inducted into the WSOP All Stars.

OPTIONS – Here you can adjust game options, sound options, and view the credits.

SAVE – Save your game here.

LOAD – Load a previously saved game.

CAREER MENU

WSOP EVENTS – Selecting this will start you on your way in the World Series of Poker. Choose from Texas Hold 'em, Omaha, Seven Card Stud, and Razz.

CONTINUE IN-PROGRESS WSOP EVENT – At any time during the game you can leave the table, modify your character, or check on your Collector Chips. If you've done that, this option allows you to get back in the game and pick up where you've left off.

INVITATIONAL EVENTS – Winning these events unlocks levels for you to play in Quickplay.



AWARDS & STATS – This is where you can check out how well you've been doing, view your WSOP bracelets, see how your Collector Chip collection is coming along and look at the WSOP All-Stars.

EDIT PLAYER – Choose a stock player, or create your own ideal poker player by choosing the customize option. Also, all the unlocked Pros are selectable here.

CAREER OPTIONS – Here you can advance to the next calendar year whenever you want, especially if you've lost all your bankroll. You can restart your career if you've reached the end of the ten year run. You can clear your stats and Collector Chips, by selecting New Career.

SAVE – Save your game here.

EDIT PLAYER

To get started in World Series of Poker you need to create a character; here are the choices you have:

PLAYER NAME – You can type your name here.

STOCK PLAYER – Choose from a multitude of pre-made characters.

PRO PLAYER – When you take down a pro in the tournaments, you get to play as that character.

CUSTOMIZE PLAYER – Choose the look that suits you... hair, dress style, glasses, headphones... you can even select what voice your character will have!

OPTIONS

Within the options menu you can alter the following settings.

GAME OPTIONS

- **4 COLOR DECK** – Each suit has its own color to help you see flushes.
- **GAME SPEED** – Choose from normal, medium, and fast.
- **TICKER DISPLAY** – You can turn it on or off.
- **MAX RAISES (LIMIT GAMES)** – Choose from 3 to 5 for the max times players can raise.
- **SEAT POSITION** – Be randomly seated or lock in your position.

SOUND OPTIONS

- **SFX LEVEL** – Control the volume of the sound effects.
- **MUSIC LEVEL** – Control the volume of the music.
- **AMBIENT LEVEL** – Control the volume of the ambient sound.
- **VOICE LEVEL** – Control the volume of the Commentary and Poker Players.

CREDITS

COLLECTOR CHIPS

When you achieve a gameplay milestone, you are rewarded with a Collector Chip symbolizing that achievement.

POKER HAND – Win a pot with a qualifying winning hand.

ALL IN AND WIN – Risk all your chips to win the pot.

SINGLE HAND TAKEDOWNS – How many people can you take out in a hand?

TOURNAMENT TAKEDOWNS – How many players have you taken out in a single tournament?

TOTAL TAKEDOWNS – How many people have you taken out in your career?

PRO PLAYER TAKEDOWNS – How many pros have you taken out?

FINAL TABLES – How many final tables have you made it to?

WSOP GAME TYPE WINS – Win in a poker tournament to get these.

TOURNAMENT SIZE WINS – Make it through a large tournament and win to get these.

WINNING STREAK – How many tournaments have you beaten in a row?

OVERALL Winnings – How much prize money have you taken home in your career?

INVITATIONAL WINS – Winning these will unlock rooms for Quickplay.



PLAYING THE GAME

YOUR TURN

Because a lot of information accumulates at a poker table, we use the top down view when it is your turn. This way you can see who the Dealer is (indicated by the "D" icon by the player's name), the big and small blind to the left of the dealer, the size of the pot (indicated by the number in the center of the table), the amount of chips the players have bet (indicated by the numbers in front of them), and who is in or out.

MAKING A PLAY

The menu at the bottom center of the screen is what indicates whether you can call, check, bet, raise, fold or go all in. Your selection is easily made by pressing Up, Down, Left or Right, using the +Control Pad, Control Stick, or C Stick and then pressing the A Button to confirm. If you moved to a selection and change your mind about it, simply press in the opposite direction to center the menu.

Note: When you select the Bet/Raise option, it will start you out at the minimum raise allowed, determined by the World Series of Poker tournament rules. If you want to put more chips in than the minimum Bet/Raise amount, simply press up to add chips and down to subtract chips.

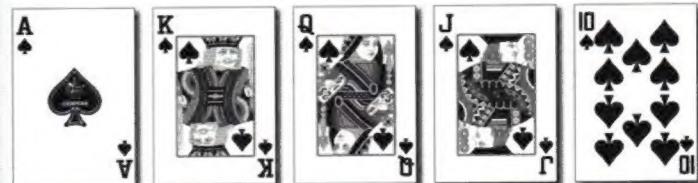
THE RADAR

As the poker game unfolds, director cameras capture the action. The Radar is there to help you determine at a glance whose turn it is, who is in/out, the pot amount, and who has the dealer button.

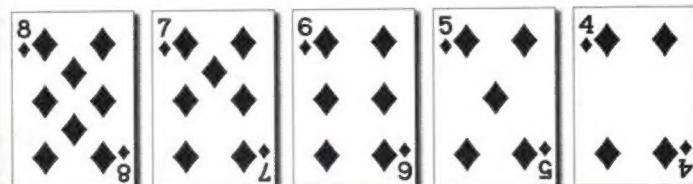


THE GAMES

HAND RANKINGS



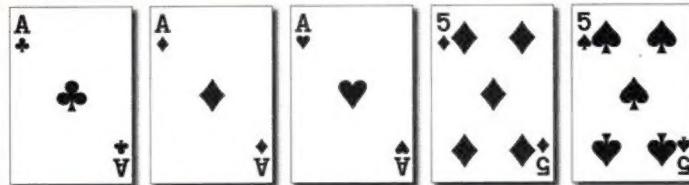
ROYAL FLUSH - The best possible straight flush. Ten, Jack, Queen, King, and Ace all of the same suit.



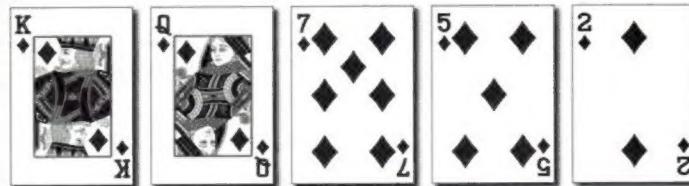
STRAIGHT FLUSH - Five consecutive cards, all of the same suit.



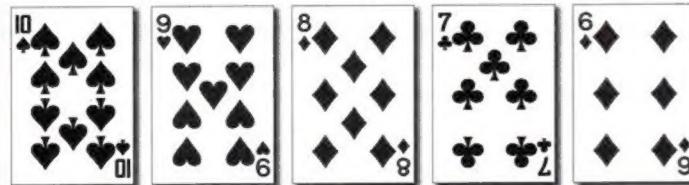
4 OF A KIND - Four cards of any one rank.



FULL HOUSE - Three cards of one rank and two cards of a second rank.



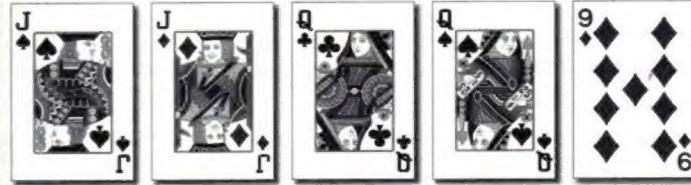
FLUSH - Five cards of the same suit.



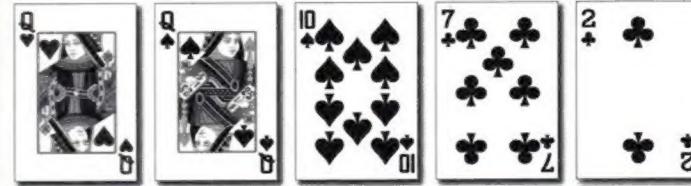
STRAIGHT - Five consecutive cards.



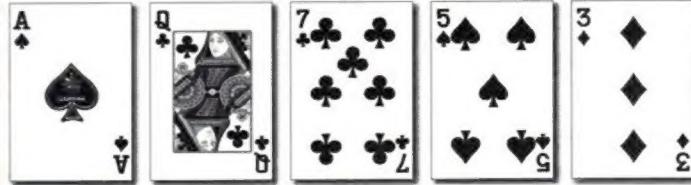
THREE OF A KIND - Three cards of the same rank and two unrelated cards.



TWO PAIR - Two cards of one rank, two cards of another rank, and a fifth.



ONE PAIR - Two cards of the same rank and three other unrelated cards.



HIGH CARD - Five unrelated cards.



TEXAS HOLD 'EM

The object of the game is to create the best five-card poker hand with any combination of your two face-down cards and the five community cards. In the World Series of Poker a disc is used to indicate which person is the "dealer" for the round. The two players to the left of the dealer button are required to make a forced bet called blinds. Before the cards are dealt, the person to the left of the dealer posts a bet called the small blind, which is equal to half of the minimum bet. The person to the left of the small blind posts the big blind, which is equal to the minimum bet. In some tournaments, an additional bet from the table called an ante may be required. The first two cards are dealt to each player face down, and the person to the left of the big blind starts the first round of betting. When the first round is complete, then come the community cards with the Flop, the Turn and the River, with a round of betting after each. At the end, the best hand takes the pot.

OMAHA

The object of the game is to create the best five-card poker hand with any combination using two of your four personal cards and the three of the five community cards. In the World Series of Poker, a disc is used to indicate which person is the "dealer" for the round. The two players to the left of the dealer button are required to make a forced bet called blinds. Before the cards are dealt, the person to the left of the dealer posts a bet called the small blind, which is equal to half of the minimum bet. The person to the left of the small blind posts the big blind, which is equal to the minimum bet. The first four cards are dealt to each player face down, and the person to the left of the big blind starts the first round of betting. When the first round is complete, then come the community cards with the Flop, the Turn and the River, with a round of betting after each. At the end, the best hand takes the pot.

OMAHA HIGH-LOW

The highest hand splits the pot with the lowest qualifying low hand. You must use two of your four personal cards and three of the five community cards to make the highest and lowest hand. To qualify for the low half of the pot, the low hand is 8,7,6,5,4 or lower and Aces play both high and low. In the World Series of Poker, a disc is used to indicate which person is the "dealer" for the round. The two players to the left of the dealer button are required to make a forced bet called blinds. Before the cards are dealt, the person to the left of the dealer posts a bet called the small blind, which is equal to half of the minimum bet. The person to the left of the small blind posts the big blind, which is equal to the minimum bet. The first four cards are dealt to each player face down, and the person to the left of the big blind starts the first round of betting. When the first round is complete, then come the community cards with the Flop, the Turn and the River, with a round of betting after each. At the end, the highest hand splits the pot with the lowest qualifying low hand.

SEVEN CARD STUD

Antes are required from all players before dealing begins. Three cards are dealt to each player, two down and one up. The betting opener is determined by the lowest showing card. If there's a tie for the low card, the card suit resolves it: spades outrank hearts, followed by diamonds, and finally clubs as the lowest suit.

The player holding the lowest showing card must "bring it in" by opening with a bet equal to twice the ante. If the low player doesn't make this bet, they're forced to fold and the opener passes to the player on their left.

The next player clockwise from the opener can call by matching the opener, raise by betting the low betting limit or fold. Throughout Third Street all bets and raises are fixed at the low betting limit.

On "Fourth Street" another card is dealt to each player face up. The opener on Fourth Street and remaining streets is the high hand, as determined by the face up cards. They may check or bet. If they bet, it's at the low limit, and this fixes all raises in this round to the same. If the high hand is an open pair, the opener can bet at the upper limit, and this fixes all raises in the round to the same.

On "Fifth and Sixth Street" cards are dealt up again, and the high hand opens. All bets and raises are at the upper limit.

As the game goes into "Seventh Street," a final pocket card is dealt to each player. All bets and raises are once again at the high limit.

After "Seventh Street," the bets and raises are resolved, and the remaining players enter the Showdown. The opener reveals his pocket cards. If a player wishes to compete with this hand they too reveal their pocket cards, or they can fold.

RAZZ POKER (SEVEN CARD STUD LOW)

The rules to Razz are the same as Seven Card Stud except the high card opens, and the low card acts first on all subsequent rounds. The best possible hand is 5-4-3-2-A; Aces are always low in Razz.



CUSTOMER SUPPORT

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